

MUSIC CONSTRUCTION SET

# MUSIC

WILL HARVEY'S

## CONSTRUCTION SET



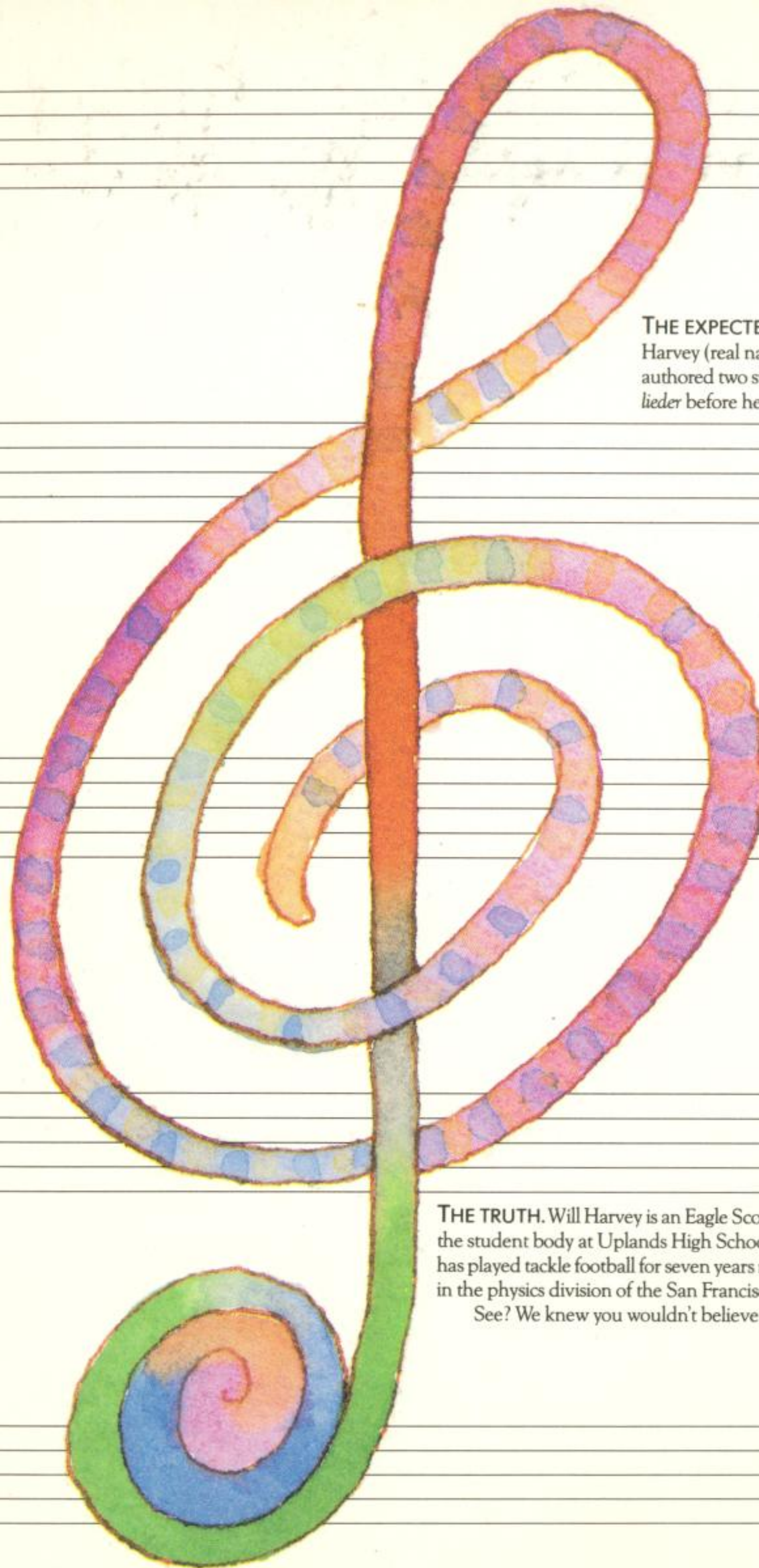
**YOU**  
MAY BE AN  
UNHERALDED  
MUSICAL  
GENIUS

ELECTRONIC ARTS

*Will Harvey*

ELECTRONIC ARTS






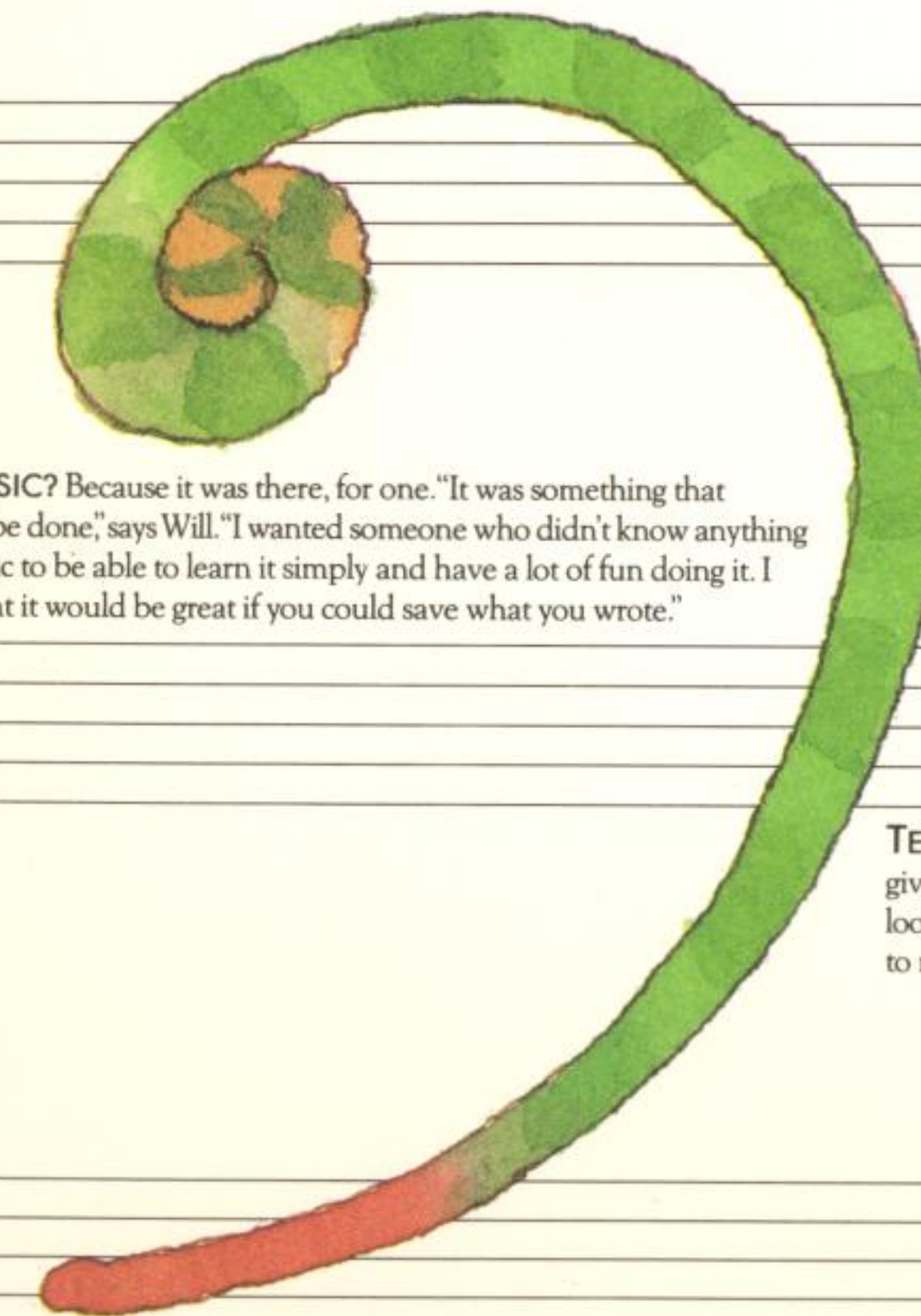
**THE EXPECTED.** Born in the barren steppes of eastern Poland, Will Harvey (real name: Ernst Czerasny) was trained in music from birth and authored two symphonias, a host of nocturnes, and a whole batch of peasant *lieder* before he was even old enough to play whiffle ball.

**THE PLAUSIBLE.** Will Harvey is the son of William "Honkin" Harvey, the famed country singer and former governor of Missouri. The youngest of 23 children, Will exhibited promising musical sense at an early age, but decided he preferred dismantling old electrical appliances.

**THE TRUTH.** Will Harvey is an Eagle Scout, a 4.0 student, and president of the student body at Uplands High School in Foster City, California. He has played tackle football for seven years now, and has won First Place twice in the physics division of the San Francisco Science Fair.  
See? We knew you wouldn't believe it.



**SOME MORE TRUTH.** One day, Will was sitting in his advanced programming class as the teacher tried to plan out what they might study over the coming year. The teacher said, "Why don't we learn machine language? That would be fun. Does anyone know it?" Will said he knew it. Will did not know it. "Okay, Will," said the teacher, "maybe you could give us all a presentation tomorrow."  
Will learned a lot about machine language that night.



**WHY MUSIC?** Because it was there, for one. "It was something that needed to be done," says Will. "I wanted someone who didn't know anything about music to be able to learn it simply and have a lot of fun doing it. I also thought it would be great if you could save what you wrote."

**TECHNICAL COMMENT.** "Probably the toughest programming job was giving you the capability to grab a note and move it in and out of a piece. It looks like a pretty simple thing, but whenever you do it, the computer's got to make all kinds of adjustments way down the line."

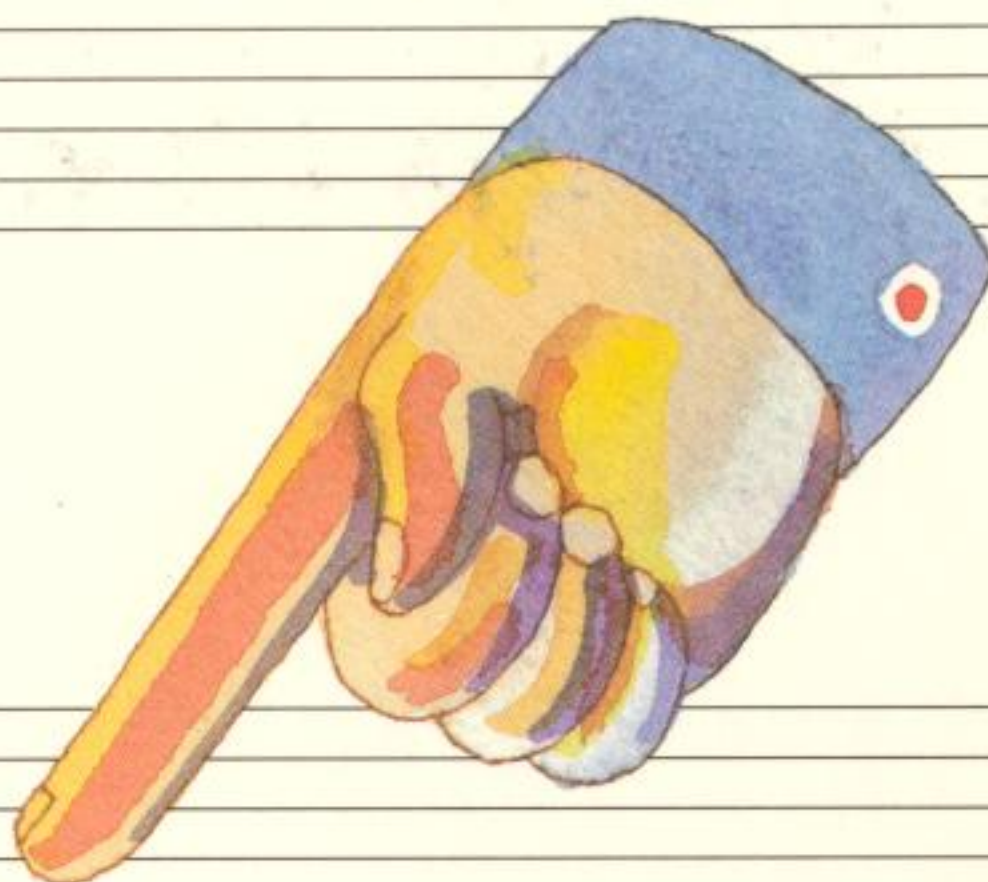
**SOME MORE TRUTH STILL.** That was one year ago. Will was 15.

**ENDORSEMENT FROM SUSPECT SOURCE.** "Sure, I wrote it. But I still like to play around on it. I think that says something."

*Will Harvey*





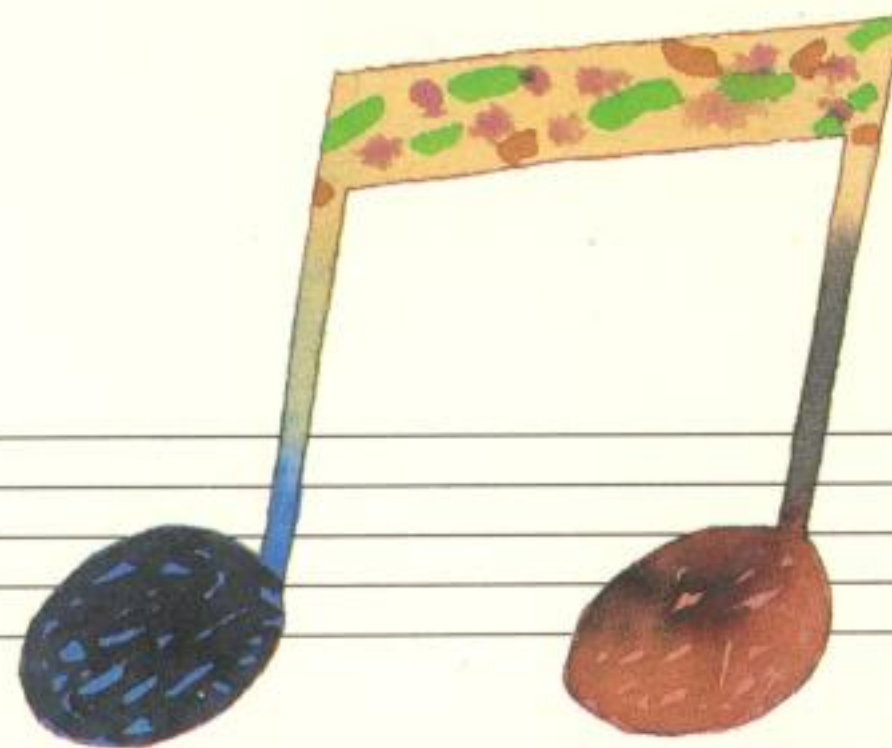


MUSIC CONSTRUCTION SET was designed, developed, and programmed by Will Harvey. Package design & linernotes by Goodby, Berlin & Silverstein. Cover illustration by Milton Glaser. Photography by Dennis Gray. Produced by Stewart J. Bonn. Package design © Copyright 1983 Electronic Arts.

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**Harvey Video Games™**

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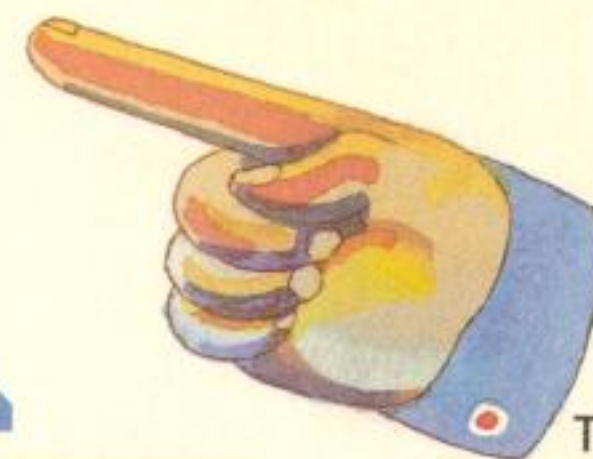


**YOU CAN'T READ MUSIC?** You already read music? You don't play an instrument? You play them all by ear? You go to the symphony every Saturday? You go to the hardware store every Saturday? **WHAT? YOU'RE ONLY TEN YEARS OLD?** Not to worry. This is a great way to learn about music. And a great way to have fun with what you might already know.



**IF YOU'RE WONDERING** just how much music you can really make with this thing, the answer is: a lot. The Apple version by itself can play up to 32 notes per measure, two notes at a time. But if you add on a Mockingboard™, you'll be able to construct chords of up to six notes each. Got an Atari? You'll be playing chords of up to four notes each. A Commodore 64? Up to three notes each. In short, you're gonna get some noise.

## HOW IT WORKS.



**THIS IS YOUR HAND** inside the machine, the way you make things happen. Pick out notes and point them into place. Grab some rests. Choose your key. Then tap the little piano and hear it all played back. When you've got it right, you know right away. And when you don't... well, you know that right away, too.



**IMAGINE A RECORD ALBUM** you could actually enter, rewrite, and then play back—all in seconds. Imagine that, besides the music already on it, you could use it to write songs of your own. And what if—despite this thing's awesome power—it was still simple enough to be a toy? Imagine all that. Then imagine you were holding it in your hands at this very second. You're starting to get the idea.



**THE MUSIC IN THE MACHINE** ranges from rock and roll to ragtime, nursery rhymes to baroque. It's fun to punch one up and play it, but it's even more fun to change it. Throw in a few flats. Put it in a minor key. Reach across the centuries and tweak the nose of Mozart.

**WHEN YOU MOVE THESE SCALES** up and down, amazing things happen. The music speeds up. The music slows down. It gets louder. Softer. It changes in tone. In the screen shown here, you're looking at a version of Bach's "Two-Part Invention No. 8." Imagine what all those notes sound like at light speed.



**IF YOU DON'T HAPPEN** to like one of the measures you wrote, you can use the scissors to make it history. Oops, changed your mind? Then use the glue pot to stick it back in there. You may even want to put in a nice, shiny new measure and start all over again. It feels like getting your windshield cleaned.



**ABOUT OUR COMPANY.** We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm we think there's a good chance for success. Our products, like this game, are evidence of our intent. If you'd like to get involved, please write us at : Electronic Arts, 2755 Campus Drive, San Mateo, CA 94403.

Electronic Arts provides a limited ninety day warranty on the recording media. See limited warranty statement enclosed. The warranty does not apply to the software programs themselves, which are provided AS IS.

